GBR

Boxoft Image To PDF Demo. Purchase from
www.Boxoft.com to remove the watermark

BASEBALL

INSTRUCTION BOOKLET

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and do not meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

DISTRIBUTED FOR NINTENDO BY

*MATTEL U.K. LIMITED,
MERIDIAN WEST, LEICESTER, LE3 2WT

*MATTEL PTY. LIMITED AUSTRALIA
461 PLUMMER STREET,
PORT MELBOURNE, VICTORIA, 3207

Note: Conditions of warranty vary depending upon country.
Please refer to the appropriate warranty at the end of this booklet.

Thank you for selecting the Nintendo® Entertainment System™ Baseball Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

Play 9 innings of major league baseball competition with realistic 3-D graphics featuring close-up and overview of the field perspectives. Select your team, and step-up to the plate against a computer opponent or a friend – for twice the fun. You control the swing of the bat. The speed of the pitch. The hits, the steals, the double-plays! Even hear the roar of the crowd as you hit a home run and race across the plate to score!

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, specifications and design are subject to change without prior notice.

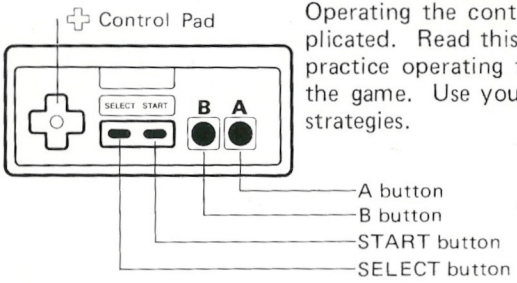
©1987 Nintendo

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1
Controller 2

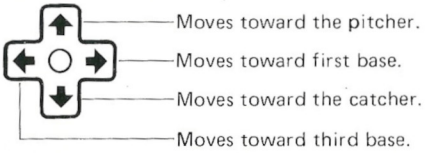
Controller 1 – for 1 player game
Controller 2 – for second player in 2 player game

Operating the controller for this game is fairly complicated. Read this instruction booklet carefully and practice operating the controller in order to master the game. Use your imagination to develop winning strategies.

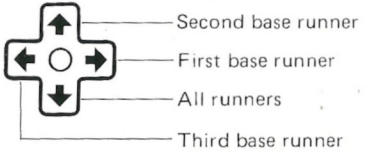


[Control pad]

- **Batter movement**



- **Runner control**



[A button]

1) The batter swings. (Press only the A button.)
2) A runner will return to his base. (Pick the runner(s) with the ✣ control pad, and press the A button.)
   * If the A button is released during a swing, the swing will stop at that position.

[B button]

This button is used to advance runners. (Pick the runner(s) with the ✣ control pad, and press the B button.)
Use for stealing bases, squeeze plays, hit and run plays, and tag up plays.

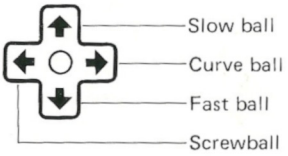
WHEN IN THE FIELD:

(Operates from the time the ball is pitched until the batter swings.)

Pitching

[✣ Control Pad]

• **Type of pitch**
(right-handed pitch)



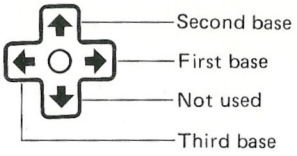
[A button]

• **The pitcher pitches.**
(The ball type indicated by the ✣ control pad will be thrown. If the ✣ control pad is not pressed, a medium-speed straight pitch will be thrown.)

Throwing a Feint:

[✣ Control Pad]

Decide which base to throw the feint to.



[B button]

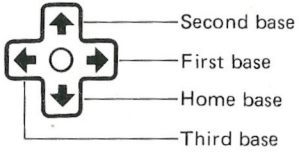
Press this to throw the feint. (The feint will go to the base designated by the ✣ control pad.)

*When the ✣ Control Pad is not pressed, the feint will go to the closest base with a runner.)

Fielding the ball:

[✣ Control Pad]

Decide which base to throw the ball to.

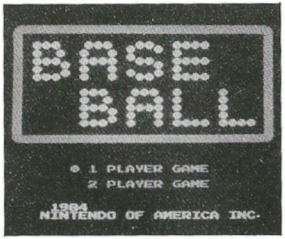


[A or B Button]

The fielder throws the ball to the base designated by the ✣ control pad.

*When the ✣ control pad is not pressed, the ball is thrown to first base.

*If there is no attempt to steal a base, the catcher will automatically return the ball to the pitcher after a pitch.



SELECT button

When this button is pressed, the ball (⚾) moves. Line the ball up with the game you wish to play.

START button

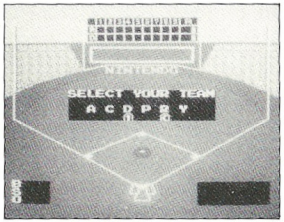
When this button is pressed, the game you chose with the SELECT button can be played; but first teams have to be picked.

Pause:

If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

Selecting Your Team/First Ups

The 1-Player Game (using only Controller 1)

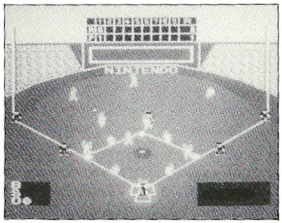


If you select the 1-Player Game and press the START button, the screen appears as shown at left.

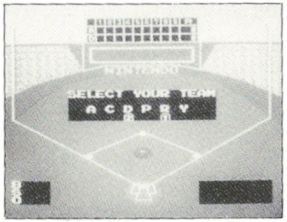
- Move the 🅘 to the left and right with the ✣ control pad and line it up with the desired team's initial.
- Press the A button to begin the game.

* In the 1-Player Game, you challenge the computer (🅒).

* Which team bats first ("first ups") is decided automatically.



The 2-Player Game (Using Controllers 1 and 2 and competing with a friend)



If you select the 2-Player Game and press the START button, the screen appears as shown at left.

In the 2-Player Game, Controller 1 has "first ups".

- Move the team selectors to the left and right (Controller 1 is ① , and Controller 2 is ②) with the ✣ control pad and line them up with the desired teams' initials.
- Press the A button (on both Controllers 1 and 2) to start the game.

3. HOW TO PLAY

A variety of hitting plays are possible with the clever use of the controller.

- Stealing bases (double steals and triple steals)
- Hit and run plays
- Squeeze bunts
- Sacrifice bunts
- Tag up and run plays

Strike out the batter with a combination of awesome pitches.

- Fast ball
- Regular ball
- Curve ball
- Slow ball
- Screwball

Guard against base stealing! Lead the runner off base, and then tag him out in a pickle.

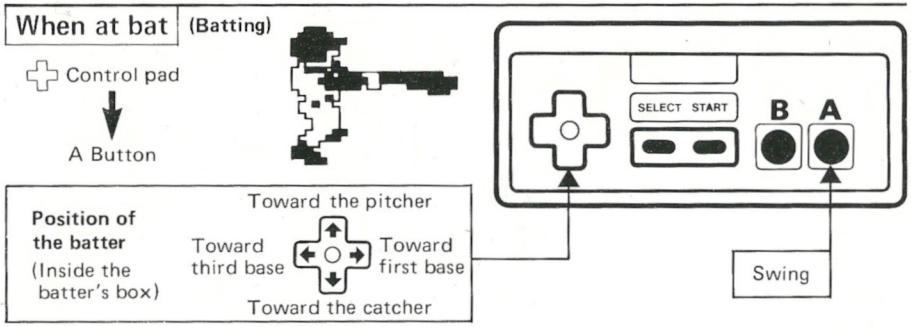
Runner Movement

(After 2 outs)
All runners attempt to run to the next base on every hit.
(At times other than 2 outs)
Only runners subject to being forced out run on a grounder hit.
Runners stay put on fly hits, in preparation for a possible tag up and run play.

* Pitching is not possible while the pitcher and catcher are exchanging signs.
* The fielders automatically run after a ball hit into play.
* If a score exceeds 10 runs or more in 1 inning, only one digit shows up on the scoreboard, but the real number of runs is added to the game score.
* Tag up play control is the same as for ordinary base running.

* If a runner fails to tag up before running after a fly out, he can be put out by throwing the ball to the base he left. Once the ball is returned to the pitcher, however, the runner is safe.
* When a bunt fouls after a 2-strike count, it is a strike out.
* Occasionally, fielders may temporarily disappear from the screen. This is not a malfunction.

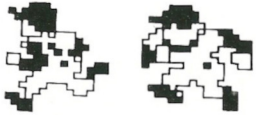
A Quick Guide to Controller Operation



When at bat (Base Running)

Control Pad

B Button A Button



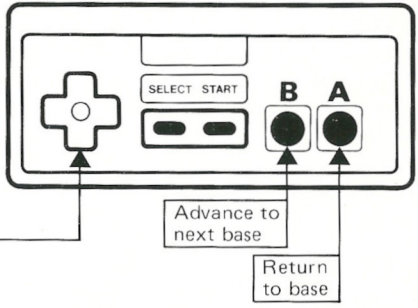
Which Runner

Second base

Third base

First base

All bases



When at bat (Stealing bases)

Control Pad

B Button

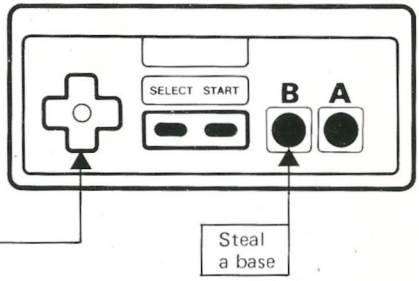
Which Runner

Second base

Third base

First base

All bases



Fielding (Pitching, right-handed)

Control Pad

A Button

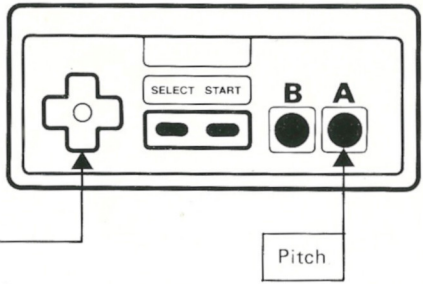
Type of ball

Slow ball

Screwball

Curve ball

Fast ball



Fielding (Feint)

Control Pad

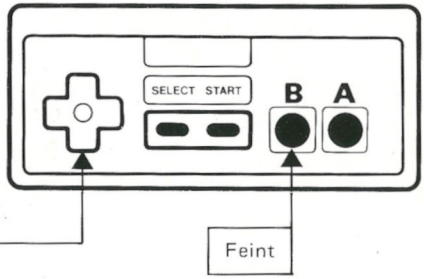
B Button

Base to throw to

Second base

Third base

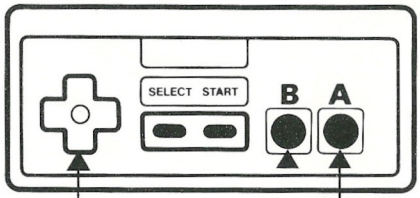
First base



Fielding (Throw for tag out attempt)

Control Pad

A or B Button



Base to throw to

Second base

Third base

First base

Home plate

Throw*

*TAG OUT NOTES:

When a runner is racing toward home:
The catcher has not covered home base when he catches a pitch.
Press home plate on the control pad, and then press the throw button once more. The catcher will tag the runner.

When a baseman has just gotten the ball:
If a runner is within a certain distance from the base, the baseman will chase the runner to tag him.

When the baseman already has the ball:
Press the control pad to that base again. The baseman will chase the runner to tag him.

MEMO

MEMO

MEMO

90-DAY LIMITED WARRANTY NES GAME PAK BY MATTEL U.K. LIMITED

90-DAY LIMITED WARRANTY

Mattel U.K. Limited ("Mattel") warrants to the original consumer/ purchaser that this NES Game Pak ("PAK") (not including Game Pak Accessories and Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Mattel will repair or replace the PAK at its option, free of charge.

To claim under this warranty you should return the product either to the shop at which it was purchased or the address below. Returns to the NES-Service Department should be sent carriage prepaid and insured for loss or damage, together with your sales receipt or similar proof of purchase to;

NES Service Department
Hi-Tech Electronic Services Ltd.
Unit 2B
200 Rickmansworth Rd
Watford
Herts WD1 7JS
TEL: (0923) 41811

(BE SURE TO INCLUDE YOUR NAME, ADDRESS,
PHONE NUMBER, SALES RECEIPT,
PLUS A BRIEF DESCRIPTION OF THE FAULT.)

In the event of any problem phone the NES Service Department by calling (0923) 41811 (8:00 a.m. to 4:00 p.m., Monday to Friday).

You may be charged for repairs arising from defects not covered by this guarantee (see below). This guarantee is only valid if the product was purchased in the United Kingdom or Eire.

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

This warranty/guarantee is in addition to and does not diminish your statutory or legal rights.

SERVICE AFTER EXPIRATION OF WARRANTY

If the Pak develops a problem after the 90-day warranty period, you may contact the NES Service Department at the phone number noted above. If the NES Service Technician is unable to solve the problem by phone, simply return the defective Pak, freight prepaid and insured for loss or damage, to the NES Service Department at the above address, enclosing a cheque or money order for £10.00, payable to Hi-Tech Electronic Services.

Mattel will, at its option, subject to conditions above, repair the Pak or replace it with a new or repaired Pak. If replacement Paks are not available, the defective Pak will be returned and the £10.00 payment refunded.

WARRANTIES LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL MATTEL BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

90-DAY LIMITED WARRANTY NES GAME PAK BY MATTEL PTY. LIMITED

90-DAY LIMITED WARRANTY

Mattel Pty. Limited ("Mattel") warrants to the original consumer/purchaser that this NES Game Pak ("PAK") (not including Game Pak Accessories and Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Mattel will repair or replace the PAK at its option, free of charge.

To receive this warranty service,
contact Mattel Pty. Limited
(nearest state office)

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

WARRANTIES LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL MATTEL BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in Australia only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Nintendo®
MATTEL
DISTRIBUTED FOR NINTENDO BY MATTEL
Printed in Japan